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Page(s): 249 -254

[Abstract] [PDF Full-Text (488 KB)] **IEEE CNF**

16 **A t ol suite for diagnosis and testing of software design specifications**
Li, J.J.; Horgan, J.R.;
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Conference on , 25-28 June 2000
Page(s): 295 -304

[Abstract] [PDF Full-Text (236 KB)] **IEEE CNF**

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17 **Design and implementation of a client-server remote Windows-based signal generator**
Ying-Wen Bai; Hong-Gi Wei;
Instrumentation and Measurement Technology Conference, 2001. IMTC 2001. Proceedings of the 18th IEEE , Volume: 1 , 21-23 May 2001
Page(s): 78 -83 vol.1

[Abstract] [PDF Full-Text (752 KB)] **IEEE CNF**

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18 **Design and implementation of a wireless remote measurement system**
Ying-Wen Bai; Hong-Gi Wei;
Instrumentation and Measurement Technology Conference, 2002. IMTC/2002. Proceedings of the 19th IEEE , Volume: 2 , 21-23 May 2002
Page(s): 937 -942 vol.2

[Abstract] [PDF Full-Text (743 KB)] **IEEE CNF**

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19 **Finite-state modeling in software design: some fundamental techniques**
Kundu, S.;
Software Engineering Conference, 2002. Ninth Asia-Pacific , 4-6 Dec. 2002
Page(s): 317 -324

[Abstract] [PDF Full-Text (248 KB)] **IEEE CNF**

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1 Flexible access control policy specification with constraint logic programming

Steve Barker, Peter J. Stuckey

November 2003 **ACM Transactions on Information and System Security (TISSEC)**, Volume 6 Issue 4

Full text available: pdf(421.66 KB) Additional Information: full citation, abstract, references, index terms

We show how a range of role-based access control (RBAC) models may be usefully represented as constraint logic programs, executable logical specifications. The RBAC models that we define extend the "standard" RBAC models that are described by Sandhu et al., and enable security administrators to define a range of access policies that may include features, like denials of access and temporal authorizations, that are often useful in practice, but which are not widely supported in existing access co ...

Keywords: Role-based access control, constraint logic programming

2 Specification and dialogue control of visual interaction through visual rewriting systems

P. Bottoni, M. F. Costabile, P. Mussio

November 1999 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 21 Issue 6

Full text available: pdf(886.71 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Computers are increasingly being seen not only as computing tools but more so as communication tools, thus placing special emphasis on human-computer interaction (HCI). In this article, the focus is on visual HCI, where the messages exchanged between human and computer are images appearing on the computer screen, as usual in current popular user interfaces. We formalize interactive sessions of a human-computer dialogue as a structured set of legal visual sentences, i.e., as a visual languag ...

Keywords: control automaton, dialogue control, visual languages

3 Access Control Policies and Specifications: An access control language for web services

Emin Gün Sirer, Ke Wang

June 2002 **Proceedings of the seventh ACM symposium n Access control models and technologies**

Full text available: pdf(253.08 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents an approach for formally specifying and enforcing security policies on web service implementations. Networked services in general, and web services in particular, require extensive amounts of code to ensure that clients respect site-integrity constraints. We provide a language by which these constraints can be expressed and enforced automatically, portably and efficiently. Security policies in our system are specified in a language based on temporal logic, and are processed b ...

Keywords: access control, web services

4 Specification languages for control programs

Joseph H. Austin

January 1973 **ACM SIGPLAN Notices , Proceeding of ACM SIGPLAN - SIGOPS interface meeting on Programming languages - operating systems**, Volume 8 Issue 9

Full text available: pdf(191.14 KB) Additional Information: full citation, abstract, references, index terms

This study (1) describes an approach to the formal specification of control programs based on the generalized concept of binding. From this viewpoint, the individual operations of a control program may be described by a graphic specification language [related to mem-theory (2)], whose statements are pairs of graphs depicting the original and final binding states of system elements. A global view of interrelationships and dynamic behavior of the system may be described by an extension of Pet ...

5 Formal specification for a clinical cyclotron control system

Jonathan Jacky

April 1990 **ACM SIGSOFT Software Engineering Notes , Conference proceedings on Formal methods in software development**, Volume 15 Issue 4

Full text available: pdf(1.15 MB) Additional Information: full citation, references, index terms

6 Specification, verification, and synthesis of concurrency control components

Tuba Yavuz-Kahveci, Tevfik Bultan

July 2002 **ACM SIGSOFT Software Engineering Notes , Proceedings of the international symposium on Software testing and analysis**, Volume 27 Issue 4

Full text available: pdf(315.84 KB) Additional Information: full citation, abstract, references

Run-time errors in concurrent programs are generally due to the wrong usage of synchronization primitives such as monitors. Conventional validation techniques such as testing become ineffective for concurrent programs since the state space increases exponentially with the number of concurrent processes. In this paper, we propose an approach in which 1) the concurrency control component of a concurrent program is formally specified, 2) it is verified automatically using model checking, and 3) the ...

Keywords: concurrent programming, infinite-state model checking, monitors, specification languages

7 A review of human factors research on programming languages and specifications

Bill Curtis

March 1982 **Proceedings of the 1982 conference on Human factors in computing systems**

Full text available: pdf(651.67 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a partial review of the human factors work on computer programming. It begins by giving an overview of the behavioral science approach to studying programming. Because of space limitations this review will concentrate on cognitive models of programmer problem solving and the experimental research on language characteristics and specification formats. Areas not reviewed include debugging, programming teams, individual differnces, and research methods. The conclusions disc ...

8 Parallel programming with control abstraction

Lawrence A. Crowl, Thomas J. LeBlanc

May 1994 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 16 Issue 3

Full text available: pdf(3.68 MB) Additional Information: full citation, abstract, references, index terms, review

Parallel programming involves finding the potential parallelism in an application and mapping it to the architecture at hand. Since a typical application has more potential parallelism than any single architecture can exploit effectively, programmers usually limit their focus to the parallelism that the available control constructs express easily and that the given architecture exploits efficiently. This approach produces programs that exhibit much less parallelism that exists in the applic ...

Keywords: architectural adaptability, closures, control abstraction, data abstraction, early reply, multiprocessors, parallel programming languages, performance tuning

9 Preliminary experience with a configuration control system for modular programs

J. Estublier, S. Ghoul, S. Krakowiak

April 1984 **Proceedings of the first ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments**, Volume 9 , 19 Issue 3 , 5

Full text available: pdf(600.34 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes some preliminary experience gathered during the implementation and early use of a program composition and version control system. This system has been designed and implemented as a part of the Adele research project, a programming environment for the production of modular programs (Estublier 83). This project has four main components: a) a program editor, interpreter and debugger; b) a parameterized code generator; c) a user interface; d) a program base, the subject of ...

10 Panther: a specification system for graphical controls

J. I. Helfman

May 1986 **ACM SIGCHI Bulletin , Proceedings of the SIGCHI/GI conference on Human factors in c mputing systems and graphics interface,** Volume 17 Issue SI

Full text available: pdf(571.65 KB) Additional Information: full citation, abstract, references, citings, index terms

An experimental graphical control specification system, called Panther, has been written in C for UNIX®-based applications. Unlike similar systems, which focus on combining interaction techniques, Panther allows the specification of low-level interactions by invoking user-selectable subroutines for input-device transitions. A Panther interface is specified in a textual table as a set of hierarchically nested regions. Regions can model any control device, such as menu bu ...

Keywords: graphical controls, graphical interface specification, graphical user interfaces

11 Automated derivation of program control structure from natural language program descriptions

David Wile, Robert Balzer, Neil Goldman

August 1977 **Proceedings of the 1977 symposium on Artificial intelligence and programming languages,** Volume 12 , Issue 8 , 64

Full text available: pdf(664.40 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a system which organizes a natural language description of a program into a conventional program control structure, as a part of a larger system for converting informal natural language program specifications into running programs. Analysis of the input program fragments using a model of a human "reader" of specifications has been found to be a very successful adjunct to conventional "planning" methodologies. Natural language descripti ...

12 Proper termination of flow-of-control in programs involving concurrent processes

Kim Gostelow, Vincent G. Cerf, Gerald Estrin, Saul Volansky

August 1972 **Proceedings of the ACM annual conference - Volume 2**

Full text available: pdf(743.31 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents new results from a study of flow-of-control in programs involving concurrent processes. Within the framework of flow-of-control, this paper: 1) defines a property of parallel program behavior called proper termination (PT); 2) shows that any properly terminating program containing a specification of the resources it requires will be free of deadlock; 3) identifies other important features of PT programs; and < ...

Keywords: Correctness, Deadlock detection, Parallel program schemata, Resource allocation

13 Configuration control in an Ada programming support environment

Mark Marcus, Kirk Sattley, C. Mugur Stefanescu

March 1987 **Proceedings of the Joint Ada conference fifth national conference on Ada technology and fourth Washington Ada Symposium**

Full text available: pdf(979.96 KB) Additional Information: full citation, references, citings, index terms

14 Use of a Nonprocedural Specification Language and Associated Program Generator in Software Development

N. S. Prywes, Amir and S. Shastry

October 1979 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 1 Issue 2

Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references, citings, index terms

The Model II language and the associated program generator are used to explain and illustrate the use of very high level nonprocedural languages for computer programming. The effect of a very high level language is obtained in Model II through the elimination of procedural and control facilities that exist in high level programming languages such as PL/I or Cobol. In particular, the statements may be given in any order and there are no control constructs such as input/output, iterations, an ...

15 Real-time programming specifications

R. V. Head

July 1963 **Communications of the ACM**, Volume 6 Issue 7

Full text available: pdf(1.28 MB) Additional Information: full citation, references, citings

16 TOMAL-a high-level programming language for microprocessor process control applications

R. B. Kieburtz, J. L. Hennessy

March 1976 **ACM SIGPLAN Notices , Proceedings of the ACM SIGMINI/SIGPLAN interface meeting on Programming systems in the small processor environment**, Volume 11 Issue 4

Full text available: pdf(634.73 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the multi-tasking capabilities of a new microprocessor programming language that has been designed to support process control applications. A program in TOMAL is a collection of tasks, priority ordered, and possibly having real-time response constraints and internal synchronization statements. It also supports device-independent I/O programming, by allowing the characteristics of each external device to be given in a declaration. A TOMAL source program is translated int ...

17 Validating programs without specifications

W. Howden

November 1989 **ACM SIGSOFT Software Engineering Notes , Proceedings of the ACM SIGSOFT '89 third symposium on Software testing, analysis, and verification**, Volume 14 Issue 8

Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, references, index terms

This work was supported by the Office of Naval Research and the Naval Weapons Center

18 High level specification of concurrency control in distributed database systems

L. Chiu, M. T. Liu

April 1988 **Proceedings of the 10th international conference on Software engineering**

Full text available: pdf(1.00 MB) Additional Information: full citation, abstract, references, index terms

Concurrency control is one of the major issues in database systems; therefore, many concurrency control algorithms based on different strategies have been proposed. Unfortunately there is still lack of a general model for describing these algorithms. Hence, algorithms cannot be uniformly presented, which makes it hard to understand them and to prove their correctness. This paper proposes a high level specification, based on an object-oriented model, of concurrency control algorithms. Concur ...

19 Gypsy: A language for specification and implementation of verifiable programs

Allen L. Ambler, Donald I. Good, James C. Browne, Wilhelm F. Burger, Richard M. Cohen, Charles G. Hoch, Robert E. Wells

March 1977 **Proceedings of an ACM conference on Language design for reliable software**, Volume 12 , 2 , 11 Issue 3 , 2 , 2

Full text available: pdf(896.59 KB) Additional Information: full citation, abstract, references, citings, index terms

An introduction to the Gypsy programming and specification language is given. Gypsy is a high-level programming language with facilities for general programming and also for systems programming that is oriented toward communications processing. This includes facilities for concurrent processes and process synchronization. Gypsy also contains facilities for detecting and processing errors that are due to the actual running of the program in an imperfect environment. The specification facilit ...

Keywords: Communications processing, Concurrency, Formal specification, Program proof, Programming language, Run time validation, Specification language, Systems programming, Verification

20 Asynchronous transfer of control in the real-time specification for java™

Benjamin M. Brosgol, Ricardo J. Hassan, Scott Robbins

April 2002 **ACM SIGAda Ada Letters , Proceedings of the 11th international workshop on Real-time Ada workshop**, Volume XXII Issue 4

Full text available: pdf(247.20 KB) Additional Information: full citation, abstract, references

The Real-Time Specification for Java provides a facility for Asynchronous Transfer of Control based on exception handling and a generalization of the interrupt() method from the Thread class. This mechanism allows the programming of useful idioms such as timeouts and thread termination without the latency found in polling, and it avoids the problems inherent in the Thread class's stop() and destroy() methods.

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1 Flowcharts versus program design languages: an experimental comparison

H. Rudy Ramsey, Michael E. Atwood, James R. Van Doren

June 1983 **Communications of the ACM**, Volume 26 Issue 6

Full text available: pdf(781.98 KB) Additional Information: full citation, abstract, references, citings, index terms

An experiment was performed to assess the relative merits of program design languages (PDLs) and flowcharts as techniques for the development and documentation of detailed designs for computer programs. The use of a PDL by a software designer, for the development and description of a detailed program design, produced better results than did the use of flowcharts. Specifically, the designs appeared to be of significantly better quality, involving more algorithmic or procedural detail ...

Keywords: behavioral research, flowcharts, human factors, program design languages, software design, software documentation

2 Experimental investigations of the utility of detailed flowcharts in programming

Ben Shneiderman, Richard Mayer, Don McKay, Peter Heller

June 1977 **Communications of the ACM**, Volume 20 Issue 6

Full text available: pdf(917.31 KB) Additional Information: full citation, abstract, references, citings

This paper describes previous research on flowcharts and a series of controlled experiments to test the utility of detailed flowcharts as an aid to program composition, comprehension, debugging, and modification. No statistically significant difference between flowchart and nonflowchart groups has been shown, thereby calling into question the utility of detailed flowcharting. A program of further research is suggested.

Keywords: debugging, experimental testing, flowcharts, human factors, modification, program composition, program comprehension

3 FLOWTRACE, a computer program for flowcharting programs

Philip M. Sherman

December 1966 **Communicati ns of the ACM,** Volume 9 Issue 12

Full text available: pdf(1.13 MB) Additional Information: full citation, abstract, references, citings

The FLOWTRACE system produces flowcharts of programs written in "almost any" programming language. One must describe the syntax of the control statements in his language; for this purpose a metalanguage is available. The resultant object deck is used to flowchart any programs in the language described. Several examples of FAP and SNOBOL flowcharts are given. However, it is not necessary to confine one's scope to existing languages. One may define his own language in a ...

4 On the Complexity of Flowchart and Loop Program Schemes and Programming Languages

H. B. Hunt

January 1982 **Journal of the ACM (JACM),** Volume 29 Issue 1

Full text available: pdf(934.49 KB) Additional Information: full citation, references, citings, index terms

5 What is a flowchart loop and about structured programming

Karel Culik

January 1980 **ACM SIGPLAN Notices,** Volume 15 Issue 1

Full text available: pdf(775.88 KB) Additional Information: full citation, references

6 A comparative sampling of the systems for producing computer-drawn flowcharts

Marshall D. Abrams

January 1968 **Proceedings of the 1968 23rd ACM national conference**

Full text available: pdf(431.55 KB) Additional Information: full citation, abstract, references, index terms

In the current usage, complete flowcharts are generally drawn after an algorithm has been coded in a program part, not before. The functions of post-programming flowcharting are debugging and documentation. In both cases it is important to know the path of control through the program and the computations and other actions taken as directed by this flow of control; in short, it is important to know what the program does! Unless special controls are enforced, or unless the programmer is espec ...

7 Whither flowcharting?

Frederick A. Hosch

February 1977 **ACM SIGCSE Bulletin , Proceedings of the eighth SIGCSE technical symposium on Computer science education,** Volume 9 Issue 3

Full text available: pdf(429.34 KB) Additional Information: full citation, abstract, references, index terms

During the past few years, a growing number of authors have begun to take exception to the previously unquestioned use of flowcharts as a program development tool. These criticisms of the traditional flowcharting methodology center around the claim that flowcharts, like goto's, belong to the class of objects that are detrimental to good programming. Suggested alternatives range from developing programs entirely in well-structured high level languages to replacing conv ...

8 An Assessment of Techniques for Proving Program Correctness
Bernard Elspas, Karl N. Levitt, Richard J. Waldinger, Abraham Waksman
June 1972 **ACM Computing Surveys (CSUR)**, Volume 4 Issue 2
Full text available: pdf(4.36 MB) Additional Information: full citation, references, citings, index terms

9 Flowcharting With the ANSI Standard: A Tutorial
Ned Chapin
June 1970 **ACM Computing Surveys (CSUR)**, Volume 2 Issue 2
Full text available: pdf(2.22 MB) Additional Information: full citation, references, citings, index terms

10 Structured programming in Cobol: an approach for application programmers
Allen van Gelder
January 1977 **Communications of the ACM**, Volume 20 Issue 1
Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, citings

Techniques for designing and writing Cobol programs are presented. Previous work in structured programming is drawn upon and adapted. The presentation is informal: the terminology is nonmathematical as far as possible, no theorems are proved, and examples are used frequently. Top-down program design is implemented through the use of structured flowcharts, disciplined specifications, and step by step verification. A well-formed Cobol program is defined. The proper use of the GO TO and other ...

Keywords: Cobol, GO TO statement, application programming, flowchart, program verification, repeat statement, software reliability, structured programming, top-down, well-formed program

11 Degrees of translatability and canonical forms in program schemas: Part I
Ashok K. Chandra
April 1974 **Proceedings of the sixth annual ACM symposium on Theory of computing**
Full text available: pdf(780.27 KB) Additional Information: full citation, abstract, references, citings, index terms

We define a measure of the generality of the control structure of a program schema. This imposes a partial ordering on program schemas, and leads to a concept of the "difficulty" of a programming problem. In this sense there exists a "hardest" flowchart program, recursive program etc. Some earlier proofs can also be simplified and/or clarified by this approach.

12 On the emulation of flowcharts by decision tables
Art Lew
December 1982 **Communications of the ACM**, Volume 25 Issue 12
Full text available: pdf(1.13 MB) Additional Information: full citation, abstract, references, citings, index terms

Any flowchart can be emulated by a decision table, whose complexity depends on that of the flowchart. It may be necessary, however, to introduce a new control variable with associated tests and sets or to permit changes in execution sequences provided action-test independence holds. Two measures of decision table complexity are discussed and interrelated. Finally, conditions and procedures

for reducing complexity are presented.

Keywords: conversion of flowcharts, tabular programming language

13 Compilation of Acyclic Smooth Programs for Parallel Execution
Otto C. Juelich, Clinton R. Foulk
January 1981 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 3 Issue 1
Full text available: pdf(1.26 MB) Additional Information: full citation, references, index terms

14 An Overview of Programming Practices
J. M. Yohe
December 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 4
Full text available: pdf(1.86 MB) Additional Information: full citation, references, citings, index terms

15 Efficient reducibility between programming systems (Preliminary Report)
Nancy A. Lynch, Edward K. Blum
May 1977 **Proceedings of the ninth annual ACM symposium on Theory of computing**
Full text available: pdf(870.42 KB) Additional Information: full citation, abstract, references, citings, index terms

Much of the research on semantic theories has concentrated on qualitative properties such as definability (of such programming concepts as recursive procedures), equivalence (of different language constructs), and verifiability (of the correctness, or consistency, of one expression relative to another). Current qualitative theories are in a tentative state and much remains to be done. However, there is also a quantitative side to semantics. Indeed, many of the questions which any semantic t ...

16 TWO-D: The USF Beginner's Two-Dimensional Programming System
James N. Haag, Michael A. Kelly, Paul F. Sherman
October 1972 **ACM SIGPLAN Notices , Proceedings of the symposium on Two-dimensional man-machine communication**, Volume 7 Issue 10
Full text available: pdf(657.22 KB) Additional Information: full citation, abstract, index terms

A programming system, permitting the user to think 100% that he is programming with flowchart symbols, is described. This description includes the TWO-D syntax, the user's view-point, the CRT-terminal output, the overall structure of the simply-designed programming system, the file structure used, some design decisions faced, and the flowchart of the supervisory program.

17 A review of human factors research on programming languages and specifications
Bill Curtis
March 1982 **Proceedings of the 1982 conference on Human factors in c mputing systems**
Full text available: pdf(651.67 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a partial review of the human factors work on computer programming. It begins by giving an overview of the behavioral science approach to studying programming. Because of space limitations this review will concentrate on cognitive models of programmer problem solving and the experimental research on language characteristics and specification formats. Areas not reviewed include debugging, programming teams, individual differnces, and research methods. The conclusions disc ...

18 Use of structured flowcharts in the undergraduate Computer Science curriculum

R. E. Haskell, D. E. Boddy, G. A. Jackson

July 1976 **ACM SIGCSE Bulletin , Proceedings of the sixth SIGCSE technical symposium on Computer science education**, Volume 8 Issue 3

Full text available: pdf(372.06 KB) Additional Information: full citation, abstract, references, index terms

Over the last four years a new Computer Science major program has been introduced into the curriculum of the School of Engineering at Oakland University. During this period computer science educators throughout the country have debated the best way to introduce structured programming into the curriculum. There is now a widespread belief that beginning FORTRAN courses cannot be taught using structured programming in a form that is palatable to freshmen students without the aid of a structure ...

19 Development of computer programs by problem analysis Diagram(PAD)

Y. Futamura, T. Kawai, H. Horikoshi, M. Tsutsumi

March 1981 **Proceedings of the 5th international conference on Software engineering**

Full text available: pdf(485.37 KB) Additional Information: full citation, abstract, references, citings, index terms

A new tree-structured diagram for describing computer program logics is presented. The diagraming technique called PAD(Problem Analysis Diagram) is used as basis in establishing method of coding, testing, and data type description. It is proposed as a functionally superior substitute for flowcharts. The fact that some 1000 HITACHI programmers have converted from flowcharts to PAD within the last 15 months is indicative of the broad potential utility of this notation.

20 Enumeration of structured flowcharts

Edward A. Bender, Jon T. Butler

July 1985 **Journal of the ACM (JACM)**, Volume 32 Issue 3

Full text available: pdf(693.34 KB) Additional Information: full citation, abstract, references, index terms, review

An analysis of structured flowcharts is presented, where size is measured by the number, n, of decision nodes (IF-THEN-ELSE and DO-WHILE nodes). For all classes of structured flowcharts considered, the number of charts is approximately, cn-3/2&ggr;n, for large n, where c>and &ggr; are parameters that depend on the class. It is also shown that most l ...